

## **Volume Meshing of 2 1/2 D or “Extrudable” Geometries Using Sweeping Tools**

## Sweeping Algorithm

**Start at a meshed “source surface” and “sweep” through the geometry creating hexes as you go until you reach a “target surface” that is topologically equivalent to the “source surface”.**

## Sweeping Tools

- **Translate**
- **Rotate**
- **Project**

## Translate

### Geometry Characteristics

- **Source and target surfaces must be parallel**
- **Cross section between source and target surfaces must be constant**
- **You must be able to translate the source surface along a vector and have it completely overlay the target surface**
- **You can have multiple source surfaces**

# Sweeping



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## Translate

### Strengths

- Fast
- Memory Efficient

### Weakness

- The geometry this algorithm is applicable to is limited

## Rotate

### Geometry Characteristics

- **Source and target surfaces must be connected by a conic or toroidal surface**
- **Cross section between source and target surfaces must be constant**
- **You must be able to rotate the source surface about a single axis and have it completely overlay the target surface**
- **Source surface cannot touch rotation axis**

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## Rotate

### Strengths

- Fast
- Memory Efficient

### Weakness

- The geometry this algorithm is applicable to is limited

## Project

### Geometry Characteristics

- Completely general sweep path
- Source and target surfaces need not be parallel
- Cross section between source and target surfaces need not be constant
- Multiple linking surfaces may exist
- Multiple source surface may exist



# Sweeping



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## Project

### Strengths

- This algorithm handles a lot of different geometries

### Weaknesses

- This algorithm is more memory intensive than translating or rotating
- This algorithm is slower than translating or rotating